Assignment 2 - Player respawn

In the second assignment we are going to implement player respawn after the player spaceship dies. The player should have a predefined amount of lives. If player has lives left, player should be respawned to scene.

Minimum requirements

Implement a spawner for the player spaceship. A player spaceship should not be present in a scene anymore. Instead the player spaceship should be spawned from spawner when the game starts.

Also implement lives for the player. The amount of lives should be adjustable from PlayerSpaceShip class. When player dies, lives should be decreased by one. If the player has lives left, the player should be spawned back to scene with full health.

Bonus

After the player spaceship respawns, it should be immortal for a short amount of time. When the player is immortal the player spaceship should blink.

Grading

0: Exercise is not returned on time or it does not meet the minimum requirements
1-2: Exercise meets minimum requirements but it doesn't work properly or it doesn't follow practices we have studied during lessons.
3: Exercise meets minimum requirements, it works properly and it is well done.
+2 points: bonus task is implemented

Deadline

Sunday 15.10.2017 at 23:59.
Submit a link to your implementation or use a pull request